

KEMCO



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Based on SPY vs SPY characters created by **WILLIAM MCDONALD** which are the
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MAD
Magazine & Comics

**INSTRUCTION
MANUAL**

KEMCO



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SPY VS SPY



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FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM



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INSTRUCTIONS

We want to thank you for buying the "GPT" or
GPT GAME," produced by KEMCO. Before you
play the game, please read the instructions
carefully. And please keep them where you can
refer to them.

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 This Nintendo Entertainment System is a very fine instrument. Keep it
away from very high temperature and mechanical shock, at all times.
Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet.
It could cause damage.
- 3 Do not clean the case with solvents of any kind, such as thinner, benzene,
etc.
- 4 If you play the game for a long period of time, please take a short rest of
10 to 15 minutes, about every 2 hours, for your health.

USER'S GUIDE TO
MAD
MAGAZINE'S OFFICIAL

SPY VS SPY

FOR THE MICROSOFT WINDOWS 95/98/NT SYSTEM

Mission Objective

Your mission is to escape the embassy, tag secret lockouts in hand. Before long you will, you must find, kill and keep the lockouts. Inside the city and out, located just there with all of the following: Passport, Bag of Money, Key and secret Figure.

Game Options

After the SPY vs SPY title screen appears you can either start the self-playing demonstration game or select the Game Options screen. If you do not want to watch the demo, press the **START** button on the PLAYER 1 Controller to see the options screen. From the Game Option screen you can select:

- **TRAINING** (This is a simplified version of the game, to the (Tutorial) mode, a key teaches only to select the lockouts and a single item, i.e. money or key, etc.)
- **VS COM** (This option permits a user to play against the computer controlled spy)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE SPY uses CONTROLLER P1, BLACK SPY uses CONTROLLER P2)
- **LIVES** (Using PLAYER 1's controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of lockouts in the embassy. Also, as the levels progress, a secret floor is added to the building and sometimes parts of the first floor can only be reached by traveling on the second floor. The amount of time for each game is different on each level.)
(See notes regarding Secret LIFELINE and SPY Subplots.)



Starting

You may use either the **SELECT BUTTON** or the UP/DOWN commands on the **DIRECTION KEY** to select between THUNDER, VS CLIM, VS PLAYER. You may use the LEFT/RIGHT commands on the **DIRECTION KEY** to select among the 3 LEVELS.

Once the game is set as you desire, press the **PLAYER 1 controller's START BUTTON**. You will then see the next screen. At the top, the floor plan or map of the area(s) will be shown. Obviously with two floors, a second map will be depicted. To the left of the map will be written either 1F or 2F which indicates whether the first or second floor's map is being shown. Below the map(s) the level of game play selected (1 to 3) is indicated.

Controls

MOVEMENT: The means the game player moves three dimensional using the **DIRECTION KEY** pushing the UP command will move you towards the rest of the team. Pushing the DOWN command will bring you towards the front. Using LEFT/RIGHT command's will move you left or right.

MOVING & CONTROLLING

OBJECT MANIPULATION: Objects you can interact with on the screen include furniture, pictures on the walls, coat racks, doors, other wall mounted items, lockers and trap doors. To manipulate an object, first move within range, using the **DIRECTION KEY**. It is very important to make sure that you are FACING the object. Next, if you are properly positioned, press the "A" **BUTTON**, at the time the door will open/close or the object will visibly move.

Any object found within a room can be opened or closed and may reveal one of the hidden items you are looking for. If you are not so lucky, I bet someone is BACKING THRUFF! Hidden in the furniture or behind pictures you may find such items as the key (crucial), etc. (Warnings are sometimes hidden as well. If you try to take an object you are carrying in a place of confusion and find that you can't get back the item, I mean that another item is already hidden there.)

When you find the key, money, passport or secret paper, a bag will appear in your bag's hand. At the same time, a picture of what he is carrying will appear in the **IDENTIFICATION** window. The inventory window is the white square positioned to the right of the screen and just below your bag's **POWER INDICATION** bar. A bag can carry only one object at a time UNLESS he is carrying the backpack. With the backpack, the bag can carry all of the required objects. The backpack is not indicated in the **IDENTIFICATION** window. If you don't, the backpack itself will appear in your bag's hand and you can carry it around. You can carry single items or the backpack (with or without objects in it) from room to room.

(see the section entitled **HAND TO HAND COMM-AT** for additional information)



How to use the techniques

Direction Key

- Use to select "Mapmaker", "VS (CPU)" or "VS PLAYERS" before starting game. Use the UP/DOWN commands.
- Use to select the difficulty level (1 to 5). Use the LEFT/RIGHT commands.
- Use to position your spy in the room. Use the UP/DOWN commands to go to the BACK/FORWARD of a room.
- Use the LEFT/RIGHT to move left or right in the room.
- Use to go up or down a ladder between floors. (Only after the "B" button has been used to leave the room.)



Select Button

- Use to end the title screen.
- Use to select "Mapmaker", "VS (CPU)" or "VS PLAYERS" (but not used instead of the Directional Key).

B Button

- Use to select OBJECT MAPS (Press any 4 keys, see instructions for "Setting Reader Keys")
 - 1st = Dynamic
 - 2nd = Static Spring
 - 3rd = Mirror Surface
 - 4th = True Rand
- Use to select and view the "Detailed" map
 - 1st press = True Map
 - 2nd press = Detail Screen

Start Button

- Use to START the game.
- Press during game play to PAUSE the game. (This is good to use when studying the map.)
- Press again to resume game.

A Button

- This is the ACTION button with 8 to
- CONFIRM/CHOOSE items
- PICK/USE and SET traps
- PICKUP or use WEAPON
- CALL OBJECTS/PLAYERS used by moving furniture or persons
- CALL LIGHT & HIGHLIGHT to protect your wall from eating off a DYNAMIC MAP
- Rotate/Change in position
- CONFIRM/CHOOSE map item





Game Elements

WHITE SPY™ In this unique symmetrical game, the **WHITE SPY** has mastery of the sphere of the **WHITE SPY**. The **WHITE SPY** has mastery of the **WHITE SPY** which is what gives it the edge.



WHITE SPY™ When the game begins, we didn't think it was fair to have players and to have both. So, we decided to have both players' abilities take shape out of the game. The challenge becomes watching and remembering what the other spy does while you go about your business. Simply put, when players engage in hand-to-hand combat, they both reach, attack each other and generally get in the way.



WHITE SPY™ The combat mode exists only when both spies are in the same room. When this happens, the spy that entered the combat room appears on the game screen as the spy that was already there. If a spy is carrying anything when he enters a combat room, the object is hidden in the combat room. The winner of the combat encounter can search the room during the time the opponent remains knocked out and will take possession of the items the opponent was carrying. Both spies have the option of attacking, fleeing or avoiding the other spy.

In the combat mode spies cannot search for objects, use the map or set traps. However, doors, windows and trap doors will work and so do any traps that might have been set. Use the **"B" BUTTON** to fight. If you have collected a hidden weapon (prior to engaging) it is noted that you will automatically use the weapon in the combat mode. The first spy to find a given weapon will keep it for the entire game. Remember, an armed spy is more deadly than an unarmed spy. Consider this when you are deciding whether to fight or not.



PLAYING THE GAME (CONTINUED)

Each time a egg is hit, he is weakened. Watch to make sure your friend isn't kidding. Once the enemy will double back in pain. Watch your FRIEND. He'll let you know if you're not doing well. As you weaken, the HUD is replaced with BLUR. If all your power runs out, you will disappear from the screen for 10 seconds and you will lose 10 seconds of game time from your egg's clock. When you are out of the game for 10 seconds, the other egg is free to continue the game without you!

When your power indicators get too low, one way to rescue it is to get off a lousy trap or gadget. You will lose 10 seconds of play but you will return with fully recharged power!

TIME: Each player starts the game with the same amount of time. The time will change from round to round. As a warning that time is running out, the background music will change.

To pause the game, press the **START** **BUTTON**. Press it again to return.

GOOD TRAPS: As players move through the maze of rooms, they may catch any of the four lousy traps. The lousy trap award contains: Synaptic Bumble, Giant Springs, Bushy of Energy and Time Bumble. All of the lousy traps (EXCEPT the TIME BOMB) must be placed in the appropriate locations about the maze. BLASTING (or SHOOTING) must be placed at CLIMAX (CLIMAX) and the OFFICIAL and OFFICIALS BOMB must be placed either in FLIGHT (FLIGHT) or in the OFFICIALS (OFFICIALS).

Sometimes a lousy trap will be found in the entrance that was set by another player. EXCEPT the game started. Both sides need to watch out for them.



Setting Booby-Traps

To select a booby-trap from your arsenal press the **"B" BUTTON** as follows:

- **ONCE** to select the **DYNAMITE BOMB**
- **TWICE** to select the **GIANT SPRING**
- **THREE TIMES** to select the **BUCKET OF WATER**
- **FOUR TIMES** to select the **TIME BOMB**



The booby-traps will appear in your arsenal's hands as you press the **"B" BUTTON** and any traps you were carrying will be automatically hidden in that case. When the trap you desire is selected, you can carry it from room to room or to the destination in a given room. Refer to the **BOOBY-TRAP & REMEDIES** sheet to find where to set traps and how to protect yourself from them. For ALL traps, when you are ready to set them in place, simply press the **"A" BUTTON**.

If you change your mind and do not want to set a trap, press the **"B" BUTTON** as the **SB** and then **SB** once. After the **SB** press you will return to the game screen.

REMEDIES: EXCEPT for the **TIME BOMB**, each of the traps has a disarming remedy hidden throughout the castle. Each type is always hidden in the same type of location. For example, the antidote is always a protection from **WATER BUCKETS** attached to the legs of closed doors. Antidotes are always found on the **DOOR** label. As with traps, remedies can be picked up and carried from room to room. Remedies can be used over and over again, but you must collect them each time you want to use them. Use the **WIRE CUTTERS** to disarm the **SPRINGS** and the **WATER BUCKET** to protect yourself from **DYNAMITE**. Refer to the **BOOBY-TRAP & REMEDIES** sheet for details.



Booby-Traps & Remedies

TRAP	UPPER	MIDDLE	LOWER	UPPER	LOCATION
1st					1st floor
2nd					2nd floor
3rd					3rd floor
4th					4th floor

NOTE: There is only **ONE** way out of each security building. The exit door is marked with the picture of an **EXIT** sign. You can not leave without all of the required items in the inventory. The security guard will not let you out.



document



key



money



document

SPUTTERING ENGINES: Some of the buildings are two stories high. Your top car can climb from floor to floor by using the buttons. There is the floor and other buttons with flag icons. Use the **"A"** button to **UPPER** CLIMB your car and **DOWN** CLIMB the car. Use only the **"A"** button to **UPPER** CLIMB your car and **DOWN** CLIMB the car.

FLICK PLUS WHITE: By pressing the "B" **BUTTON** & **THROW**, you can remove the enemy's floor plan. By removing the map you can learn just location and that of the other spy in the building, as well as the locations of required objects and useful traps. There is just one drawback and that is that removal of **THAT OBJECT** are not indicated on the map.



The only way to tell where a **THAT OBJECT** is located is to watch the enemy's move. If a spy enters a room already occupied with a **THAT OBJECT**, his face will turn **BLACK**. If that spy does not exit that room in 2 seconds, he will be shown as **ambushed**.

In the map mode, a "room" with a small **YELLOW** square in the center has a bodyguard set in it. A "room" with a small **BLACK** square in **BLACK** mode in the center has at least one of the required objects hidden in it. **WHITE** **THAT OBJECT** **CHIEF** **CAN** **BE** **INDICATED** **IN** **A** **BLACK**. By monitoring the four **SQUADERS** on their **CHIEFS** will help you keep track of objects that have been moved from room to room. The large **WHITE** or **BLACK** squares indicate the location of the **WHITE** and **BLACK** spies.

To remove the map and return to the game's action, press the "B" **BUTTON** & **NO** **THROW**. Remember, the other spy can go about his business while you are looking at your map!

Game Levels & Spy Ranking

SPY	MINIMUM TIME	"NO SPY MODE"	"NO" & "NO SPY"	"A SPY, NO SPY"
1	5 minutes	0:45 to 0:55	0:45 to 0:55	Less than 10 seconds
2	5 minutes	0:45 to 0:55	0:45 to 0:55	Less than 10 seconds
3	7 minutes	0:45 to 0:55	0:45 to 0:55	Less than 17 seconds
4	10 minutes	0:45 to 0:55	0:45 to 0:55	Less than 1 and 40 seconds
5	15 minutes	0:45 to 0:55	0:45 to 0:55	Less than 2 and 40 seconds
6	15 minutes	0:45 to 0:55	0:45 to 0:55	Less than 2 minutes
7	20 minutes	0:45 to 0:55	0:45 to 0:55	Less than 3 and 50 seconds
8	25 minutes	0:45 to 0:55	0:45 to 0:55	Less than 1 and 50 seconds

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